

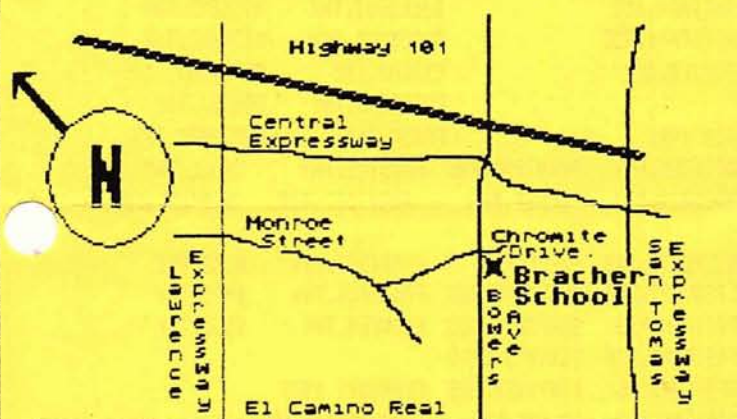


\$2.00
USA

NEWSLETTER

June 1987

ATTENTION! Meeting Location



Next Meeting - Monday - June 1, 1987

**Bracher School Cafeteria
Corner of BOWERS & CHROMITE
in SANTA CLARA, CA
from 7:00 P.M. to 9:45 P.M.**

B.A.A.U.G. Roster of Officers:

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Vice-President:

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ST: Bruce Coleman (408) 288-7376

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Frank P. Nagle (408) 720-8131

Baaug was founded by
John Crane & Clyde Spencer

Inside This Issue:

- o ST Library Disk of the Month List
- o Review: Championship Basketball; Two-On-Two
- o CP/M File Attributes and NSWEEP

- o Minutes From May Meeting
- o Special Publishing Partner and Postscript Article by D. Burney
- o REMEMBER: JUNE 19/20 IS THE "1987 ATARI WORLD EXPO"



Bay Area Atari Users Group



MEETING MINUTES FOR MAY 4, 1987.

The meeting was called to order by President Mike Burnham at 7:15 PM in the Bracher school auditorium. As usual meetings are on the first Monday of the month.

Initial discussion revolved around the Atari Expo. It is now slated for June 19th and 20th, at the new Santa Clara Convention Center at Tasman and Great America Parkway. The hours of operation will be from 10 AM - 5 PM. Atari Corp. will sponsor the event and will be there in a variety of capacities. We are asking for volunteers to staff the BAAUG booth.

Other up-coming events include a Computer Fair on June 6th and 7th. There will also be a computer swap on June 13th.

Mail was sampled. Mail volume has increased.

We will be producing BAAUG T-shirts (for sale at the upcoming Atari EXPO). There is a Logo competition. Entries should be uploaded to the BBS. Up to four colors should be used. Contact Bruce Coleman.

The Disk of the Month for the ST was demonstrated. It includes this month: The Shiny Bubbles demo, Popourri a text adventure, Casino Poker, Frank Nagle's utility disk, a 410K disk formatter, and Wheel of Fortune (presumably comes with a simulation of VW.)

The 8-bit Disk of the Month features a disk fixing utility touted as superior by its presenter Bill Richerson. Usage recommendation is to duplicate any recovered disk immediately.

The meeting closed at 8:50 PM. Signed: Simon Cotton, Secretary.

DISK OF THE MONTH By Bruce Coleman

Well, here it is June, already. Hard to believe half the year is gone. This month, I have two Disks of the Month (DOTM's) for you to add to your BAAUG ST disk library.

The first is MICRO EMACS 3.7, a full screen editor that is available for a variety of micro, mini and main frame computers. There is complete documentation on the disk.

The second one is VC UNIX 3.0, a "Visa-Calc-like"-spreadsheet calculator. This one includes a tax preparation layout and complete documentation on the disk.

Here is a list of the BAAUG ST Disk Library:

SEPTEMBER 1986

RAMDISK1.PR6
BABY2010.NEO
CORVETTE.NEO
COUNTACH.NEO
DRAGON.NEO
NEWMOON.NEO
TINAFIN.NEO
SLIDENEO.PR6
CELESTE.PR6
CELESTE.DOC
DLXPAND.PR6
DLXPAND.DOC

OCTOBER 1986

COOKBOOK.DEM
BOUNCE.PR6
FUJIBOIN.PR6
STARDEMO.PR6
DIRPRI.ACC
FREERAM.ACC
MIKERAM4.ACC
PUZZLE.ACC

NOVEMBER 1986

BICLOCK.PR6
BICLOCK.DOC
BULKERAS.TOS
EZSQUEEZ.PR6
FASTRAM.PR6
FASTRAM.D.TTP
GRAFCON.PR6
MEDRE22.PR6
OSSFRMT.PR6
PRINT.PR6

JANUARY 1987

DIGITIZED PICS I
TINYVIEW.PR6
ALBERT.TNY
ASTRONAU.TNY
BEACH.TNY
BIRD.TNY
BLUES.TNY
BOGIE.TNY
CHEETA.TNY
DRAGON.TNY
FACE1.TNY
FACE2.TNY
FACE3.TNY

MARCH 1987

ZENITH TERMINAL PROGRAM

B.A.A.U.G. DOTM LIST

JANUARY 1987

DIGITIZED PICS II
TINYVIEW.PR6
CRMSKING.TNY
CRYSTAL.TNY
CYBILL.TNY
EARTH.TNY
EINSTEIN.TNY
INDYJONES.TNY
JT.TNY
LIFE.TNY
MADONNA.TNY
MARIEL.TNY

JANUARY 1987

CARTOON PICS I
TINYVIEW.PR6
BDBEAR.TNY
BIGBIRD.TNY
BILLCAT.TNY
BILLOPUS.TNY
BLOOMCTY.TNY
CIRCUS.TNY
CUTRJOHN.TNY
ERROR.TNY
FARFIDE.TNY
FARFIDE2.TNY
FARFIDE3.TNY
FOOZEBUG.TNY
FRANKEN.TNY

FEBRUARY 1987

TECHMATE DEMO
FEBRUARY 1987
ZOOMRACKS DEMO

FEBRUARY 1987

SHINY BUBBLES DEMO
FEBRUARY 1987
GAMES
CELESTIAL CAESARS
DALEKS
MEGARIDS
NITECRAWLERS
TENNIS
YAHTZEE
WINDOWBALL
TWO GAME
ST POKER



Bay Area Atari Users Group



MARCH 1987

UNITERM TERMINAL PROGRAM

MARCH 1987

MONOCHROME GAMES

POOL

PUZZLES

MARCH 1987

CP/M-80

MARCH 1987

ACCESSORIES

ACCLoad.ACC DESKMAN.ACC

BICALC.ACC NEWWORD.ACC

CALC2.ACC FREERAM.ACC

PRDCALC.ACC EMULATOR.ACC

BREAKOUT.ACC CONTROL.ACC

PUZZLE.ACC TYPEWRIT.ACC

MITES.ACC NOTEPAD.ACC

CALENDAR.ACC MINOS.ACC

ACLOCK.ACC CRABS.ACC

WATCH.ACC BLUE.ACC

BICLOCK.ACC TINYLOAD.ACC

APRIL 1987

MONOPOLY

PLUTOS

APRIL 1987

ADVENTURES

ADVENTURE SYSTEM

ADVENTURE

JOURNEY

APRIL 1987

ST HACK VERSION 1.03

MAY 1987

KNARF NAGLE'S UTILITY PROGRAMS

LARN: A TEXT ADVENTURE

MARQUEE

410K DISK FORMATTER

WHEEL OF FORTUNE

CASINO POKER (WORKING DEMO)

JUNE 1987

MICRO EMACS

JUNE 1987

VC (SPREADSHEET PROGRAM)

=====
Permission to reprint granted by ST X-PRESS, COPYRIGHT April 1987 GBA Championship Basketball: Two-On-Two Gamestar/Activision Inc., P.O. Box 7287, Mountain View, CA 94039, (800) 633-4263, \$39.95 - Copy Protected Reviewed by Doug Thompson
=====

Basketball is a lightning-fast game of strategy, skill, and teamwork. It is a game where any team can win if they play as a team. GBA Championship Basketball: Two-on-Two is designed to capture the flavor of basketball, while incorporating the aspect of teamwork. Once the program is booted, GBA Championship Basketball: Two-on-Two (GBA) goes to

what the manual refers to as the chalkboard menus.

Your first choices are to play a game or practice. If you choose to practice, GBA takes you to the practice options menu, i.e. one or two players. From here, GBA takes you directly to the court, where you can practice your shooting and rebounding or play a game of HORSE with a friend. If you choose the game option, GBA prompts you for a team name and your player name.

You are then moved to the player stats screen, where you choose the characteristics of your player. Here, you determine what your player can do in regards to dribbling, jumping, shooting inside and outside, and quickness. Your player's abilities are rated on a scale of from 2 to 6, with 6 being very good. You will notice that inside and outside are grouped together as are dribbling and stealing and quickness and jumping. When you select a number for shooting, let's say, inside of 3, outside shooting will become 5. The same ratio holds true for the other pairs of characteristics. You are allowed 8 points for each pair of attributes, so 4 and 4 would be average skills in a pairing. Once you have chosen your player's attributes, GBA takes you to a game options menu.

Here, you choose between a league game, or one of several exhibition games. The exhibition options are: two player head-to-head with computer teammates, two player teammates against computer opponents, or a one player exhibition game with a computer teammate. If you choose a league game, you will be asked to get team or assemble a new team. If you assemble a new team, you will be asked to select a computer teammate (if playing the one player option). As with your attributes, the computer teammate has similar attributes patterned after real basketball superstars.

There are ten players from which to choose. The manual describes each player's attributes and has a brief description of the kind of game he plays. The players names are; Magic Lyndon, Jerry Orr, Elgin Cutter, John Madland, Larry Berg, Kareem Ugrin, Walt Barnett, Julius Keith, Oscar Dunbar, and Wilt Dulaage. If you follow basketball at all, their names sound familiar. This section is called the player draft section and is only done when you begin a new game or league series. If you choose the league game option, you will be playing for the GBA championship in one of four divisions.

Each division (North, South, East, West) has 5 teams, with the North division being the easiest and West being the toughest. After each game, GBA gives you the final statistics of the game in the sports page of the "Gamestar Gazette". The statistics you receive are; field goals or the number of baskets each team made, percentage - total of shots



Bay Area Atari Users Group



attempted divided by the number made, rebounds, blocked shots - those shots blocked by your team where your team came down with the ball, and the leading scorer of the game. Once you have completed the 5 game schedule, the program compares your record with that of the other teams in your division. If you have the best record, or are tied for the top and beat the team that tied with you, you will advance to the play-offs.

The play-off schedule is set up so that the easiest division plays the hardest division in game one (North vs West), in game 2, it is South vs East. The winners of these games will then play each other for the GBA championship. Your league opponents are also rated as to shooting, stealing, and jumping attributes. In the "easy" division, the computer opponent's attributes are lower than those of the "harder" divisions. All input for the game is done through the joystick. You choose your offensive and defensive plays and your passing, shooting and jumping are done through it. In order to pass the ball, you have to quickly press the fire button. Your computer teammate will stop moving and attempt to catch the pass. You can get him to pass to you by the same procedure. You have to watch how you pass the ball because if there is an opponent in the line of flight of the ball, he will intercept the ball.

In order to shoot the ball, you have to hold the fire button longer than you do to pass and time the release to the top of your jump. As in real basketball, your chances of making a shot depend on your skill at the specific range and your timing of ball release (based on your choices of skill level for inside and outside shooting plus your timing).

The manual has a chart showing the relationship between timing and shooting skill for outside and inside shooting. Anytime your player is facing 9 or 3 o'clock, with his back to the basket and shoots the ball, he will attempt a hook shot. The major advantage of a hook shot is that it cannot be blocked by an opponent. If your player has an inside rating of 4 or better, is directly under the basket, half step to the left or right of the basket and on the baseline, and there are no defenders under the basket, he will slam dunk the ball. As expected, a slam dunk will always be successful. If your computer teammate shoots the ball, misses and you are in position, you can attempt a tip-in. In order to tip the ball in, you have to be facing the basket at 12 o'clock and underneath it. If your player is not in position for a tip-in, he will rebound the ball.

As with shooting, a successful rebound depends on timing your jump correctly. GBA has a regulation 3-point line, where if a player makes a shot from this line or beyond it, his team receives 3 points for the basket. Needless to say, three point baskets are not easy to come by! Even if you time your shot perfectly and your player is a 6-rated outside shooter, he has only a 35% chance of making the basket. Like

your shooting, passing, and jumping, your offensive and defensive formations are selected through the joystick.

On offense your options are for your computer teammate to head for the bucket, right side, left side, top of the key, or to set up a screen for you. He will run his assigned pattern for 4 seconds and then will run a random pattern in the general area of your called play. On defense, your options are low and high zones, and man-to-man based on their jersey color (light or dark). What ever play you call here will result in your teammate covering the opposite zone or man.

On man-to-man defense, your computer teammate sticks to his assigned man or zone almost like glue. GBA also has a computerized referee (whom you never see). He will call team fouls, traveling, charging, three-second rule violations (offensive player in the key for over 3 seconds), and 24-second shot clock violations. Each team is allowed 5 team fouls per half. More than 5 team fouls by a side results in a free throw, as in real basketball. Each team is also allowed 5 timeouts per half. If the game is tied after regulation time, GBA automatically goes into another 6-minute quarter for overtime until a one team wins at the end of the overtime quarter. The graphics in GBA are decent.

However, you can tell that the game was originally developed for the Commodore 128. They are a bit blocky and the detail is not the best I have seen. The playing surface looks like a real basketball court, but is a bit too yellow for my taste. It is a little hard to distinguish which player on the opposing team has the light colored jersey, as both colors are very close in shade. The sound effects are not bad at all. The crowd cheers sound like 20,000 people in an enclosed arena and the ball bouncing off the rim sounds real.

My only major complaint about the game is that sometimes during a tense situation, you want to pass to your teammate and end up shooting the ball (way short, of course). The pass/shoot time length is a bit too short for situations like these. I still occasionally have this problem, even though I have been playing GBA for many weeks now. Other than that, GBA is a very good basketball team simulation. If you are looking for a challenging basketball game (I have won the championship once!), then I would recommend GBA Championship Basketball: Two-on-Two.



Bay Area Atari Users Group



File Attributes and NSWEEP

A little background; every file in a CP/M directory has an eight character name and three character extension, for example:

```
FILENAME.EXT
12345678.123
```

If you have a file on the disk with a really short name, like "JUNK", CP/M sees the filename as "JUNK . "; always an eight character name with a three character extension, even if some of the characters are spaces.

Every disk operating system needs a way to distinguish between files that may be written to (Read/Write, or R/W), files that may only be read (Read Only, or R/O), and files whose names would ordinarily not be displayed when listing the directory because they are overlays, or part of the disk operating system (SYS). For software developers, it is also useful to know if a file has been modified since the last time it was incorporated into a library or archive (ARC).

CP/M calls these R/W, R/O, SYS, and ARC characteristics "attributes", and reads the attributes from the state of the MSB (bit D7) in each of the three characters of the file's extension.

The coding of the attribute (or "flag") bits for the extension characters is this:

char

- 1 : MSB set = R/O, reset = R/W
- 2 : MSB set = SYS, reset = show in DIR listing
- 3 : MSB set = has been read by a library or backup program.

MSB reset = file has been modified

NSWEEP can show you the state of these flag bits by printing in reverse video those letters of the filename/extension that have D7 set. NSWEEP's 'Y' option can change the state of these flags to suit your needs (see the NSWEEP doc file).

BUT! - to show you the flags' states, NSWEEP has to know the control codes for reverse video and normal video for the ST's VT52 terminal. As distributed in the CP/M archive, NSW207.COM doesn't know these codes.

If you have access to the BAAUG BBS, you can download NSW2ST.COM; it's been patched to use the VT52 control codes.

If you use the CP/M emulator but don't have a modem, you'll have to patch it yourself.

Here's how:

Boot up the CP/M emulator. When you switch to the CP/M disk, have NSW207.COM and DDT2.COM on it.

Note: from now on, <CR> means hit the Return key.

At the A: prompt, type DDT2 NSW207.COM<CR>

When DDT2 displays

High = 2EFF Max = 2EF

type S104<CR>

at >0104 00 type 02<CR>

at >0105 00 type 1B<CR>

at >0106 00 type 70<CR>

at >0107 00 type .<CR>

then type S10B<CR>

at >010B 00 type 02<CR>

at >010C 00 type 1B<CR>

at >010D 00 type 71<CR>

at >010E 00 type .<CR>

then type Control-C. DDT2 will exit to the command line.

At the A:, type SAVE 46 NSW2ST.COM<CR>

To test the patch job, type in NSW2ST<CR>

When NSWEEP signs on, type W

When NSWEEP asks you what to tag, type *.COM<CR>

When NSWEEP has tagged all the .COM files, type Y

When NSWEEP asks you which flags to set, type R<CR>

NSWEEP will set all the .COM files to R/O.

Now scan through the files on drive A: by pressing the space bar. If the patch worked, every .COM file will have the "C" in .COM shown in reverse video.

From Greg Kranich- BAAUG sysop:

For all the BAAUG members who need a reminder about the Atari show next month, here's a good one. This is a quick message I pulled off of 6Enie on 5-17-87. This should really get the juices flowing!

NHARRIS [Neil @ Atari] at 02:39 EDT

The World of Atari show will be the biggest of the Atari fairs, to be held only 10 minutes from Atari headquarters. The dates are the 19th and 20th of June. We're expecting to have around 100 booths full of hardware, software, and whatever. By that time we should have some of the new systems ready for sale. We may kick this off with a press conference the first day, and also do some dealer training. We're working hard on this show -- It's already shaping up to be a great one!



Bay Area Atari Users Group



Publishing Partner and Postscript: by Daniel L. Burney

"OK, so Joe Fischer says 'Nothing is too trivial or uninteresting.' Well, here's an article. I knew if I waited long enough my chance for the Big Time would come."

You probably noticed that this page was not printed using a dot matrix printer. It was printed using an Apple LaserWriter Plus at the now common 300 dpi (personally, I like to say 90,000 dots per square inch) resolution. You will of course be seeing many more articles from Atari owners printed with this higher quality as Atari's \$1500 Laser Printer becomes available.

This page was composed and edited on a 1040ST with Publishing Partner from Soft Logik Corporation. Perhaps you didn't know that you could hook an Apple LaserWriter to your ST (don't feel bad, neither did the editor of the Computing Section in the San Jose Mercury Newspaper). You simply connect a null modem cable from the serial port on the ST to the serial port on the LaserWriter. One question you might ask is, "What programs on the ST work with the LaserWriter?" There is a two part answer:

First, any program that allows you to print to a Diablo 630 will work, since the LaserWriter can emulate this popular daisywheel printer. However, \$5000 is a lot of money to spend for a daisywheel printer.

Second, Publishing Partner as of this writing is the only program that works with the LaserWriter—and does so beautifully. Publishing Partner supports any Postscript (Adobe's page description language) Device, the LaserWriter being only one of several options.

Other programs were supposed to be Postscript compatible by this time: namely, The Graphic Artist from Progressive Computer Applications, and Easy Draw from Migraph. I talked with PCA today and they said sometime in the Fall (in January they told me late April) and I suspect that they may have dropped it altogether. I just got off the phone with Migraph and they gave me an enthusiastic YEESSSS for late June/early July.

Suppose you have, or are thinking about purchasing, Publishing Partner and you don't want to spend the money for a laser at the moment. How can you obtain high quality output?

- Take your disks to San Jose Computer (Santa Clara store). They will print your document for \$2.00/page.
- Transmit your Publishing Partner document file to anyone willing to print your document and who has the Publishing Partner application program.
- **Print your document to disk as a Postscript file, and transmit this file using XMODEM protocol to any Print Service Bureau (I use CBM Type in Sunnyvale). They can print your document without having an Atari, or Publishing Partner, on the premises.**

And there is one other thing that they can do for you. They can print your document at 1,270 dpi (personally, I like to say 1,612,900 dots per square inch) resolution using a Linotronics L100 laser imager. Service Bureaus that have an L300 can even do 2,540 dpi (6,451,600 dpi²) resolution.

The pictures on the right-half of this page depict what you'll see on Publishing Partner's screen as you go through the steps to print your document to disk as a Postscript file.

If you have any questions (I realize this article is a little sketchy), please don't hesitate to give me a call at (408) 725-8731. Oh, almost forgot. If you are familiar with Publishing Partner and the LaserWriter, then you know that Publishing Partner doesn't, at the present time, support any fonts on the LaserWriter other than Times and Helvetica. Well, you can actually work around that limitation if you need to. If you'll notice, the first paragraph was printed using Zapf Chancery, while all of the highlighted text was done in Bookman-Demi, and as I said "This was done with Publishing Partner and the LaserWriter." If you're interested in how to do this, then let me know.

Well, I hope you find some of this information useful.

STEP I: Select CONFIGURE from the File pull down

Desk	FILE	Create-Layout	View	Style	Format	Edit
	New Document	Esc M				
	Load Document	Esc L				
	Append	Esc A				
	Save Document	Esc S				
	Import	Esc I				
	Export	Esc E				
	Format Disk	Esc F				
	Delete File	Esc D				
	Rename File	Esc R				
	Print Document	Esc P				
	Configure	R				
	Save Preference					
	Quit	Esc Q				

STEP II Load Postscript Driver and Select Disk File

Configuration

Output Driver: Postscript Driver (Load)

Send To: ☐ Serial Port
☐ Parallel Port
☒ Disk File

Print Pages: ☐ Ascending (i.e. pg 1-5)
☒ Descending (i.e. pg 5-1)

(OK) (Cancel)

STEP III Select PRINT DOCUMENT from File pull down

Desk	FILE	Create-Layout	View	Style	Format	Edit
	New Document	Esc M				
	Load Document	Esc L				
	Append	Esc A				
	Save Document	Esc S				
	Import	Esc I				
	Export	Esc E				
	Format Disk	Esc F				
	Delete File	Esc D				
	Rename File	Esc R				
	Print Document	Esc P				
	Configure					
	Save Preference					
	Quit	Esc Q				

STEP IV Select # of Copies, Pages, Scaling, and Print

Copies: 1 ☐ Collate

Pages: ☒ All
☐ From: 1 To: 1

Scaling: ☒ Full Size
☐ Reduce or Enlarge 100 %

Print Color: ☒ All Colors
☐ Color Number All

(Print) (Cancel)

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HOT-LINE / HELP-LINE

Gordon Anderson (408)247-4794 Eves. New Users Group/SIG

Richard Anderson (408)281-8139 Eves. 7-10 Ques. ranging from Telecommunications to Letter, Data, & Spell Perfect. Geneology SIG

Loretta Colbourn (408)874-4456 General questions

John Crane (408)268-7317 days, 447-6804 eves., general computer questions. BASIC & FORTH.

Gene McCreary (408) 629-7484 eves. 8-9:30, general computer use, BASIC, ASSEMBLY.

Steve Quigley (408)297-4790 eves. 8-Bit Beginners and Educational Software, general questions

John Schreier (408)281-8930 eves. 6-9 ST Questions

Bill Richerson (408) 446-2242 Speedscript, BASIC, ASSEMBLY, 825 & 1020 Printers, Electronics Projects/parts & help.

Gary Furr (mail only) P.O. Box 1073, Mountain View, CA. 94042-1073; questions on Atariwriter & printer drivers.

Mike Morrow (415)570-7478 Personal Pascal for ST

Bruce Coleman (408)288-7376 Eve. 8-11 except Thurs. 8-Bit General Use, BASIC, BASIC XL

Rich Lewis (408) 985-0251 Eve. 6-9 BASIC. Atari Desktop, Atariwriter, ACTION, 8-bit general

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